

Figure 1



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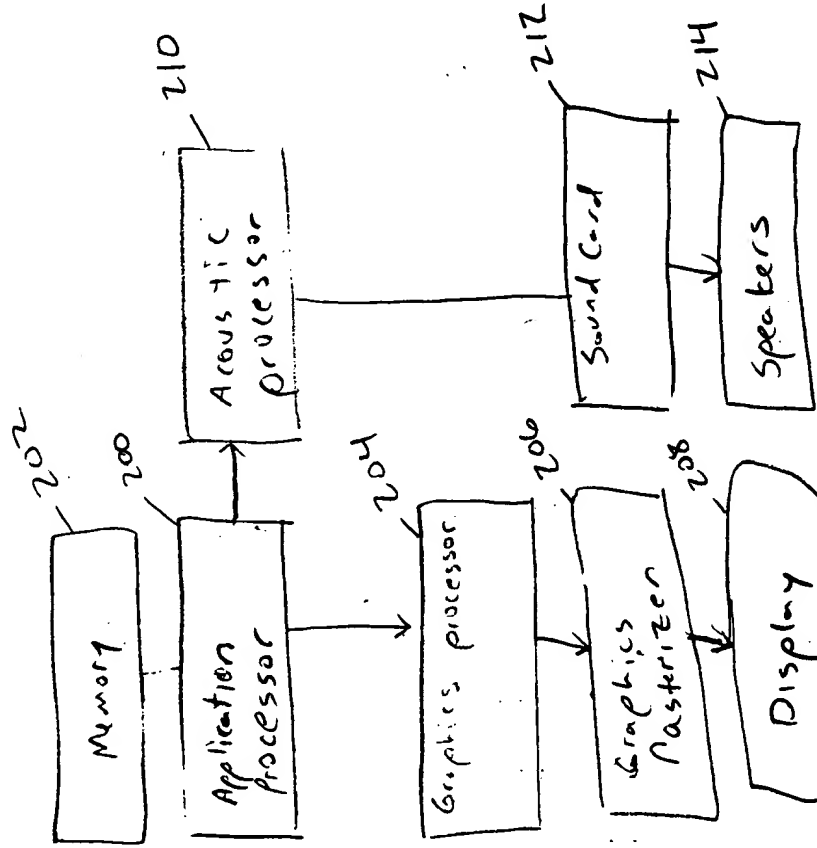


Figure 2

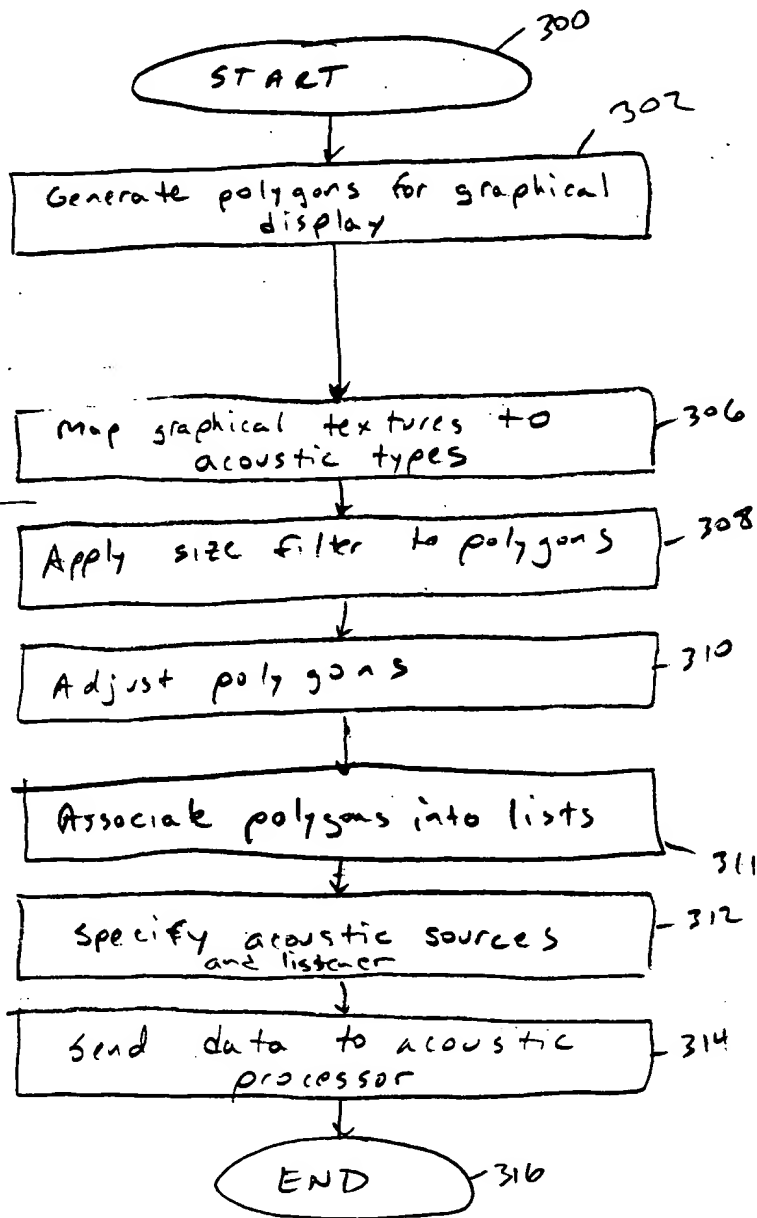


Figure 3

FIG. 4 is a block diagram of a system for processing data from a simulation application. The system includes a data handler (402) that receives data from a simulation application. The data handler (402) is connected to a state machine (404) and a coordinate transform processor (406). The state machine (404) is connected to the coordinate transform processor (406). The coordinate transform processor (406) is connected to a rendering buffer (408) and an acoustic modeling processor (410). The rendering buffer (408) is connected to the acoustic modeling processor (410). The acoustic modeling processor (410) is connected to a resource manager (412) and an acoustic rendering system (414). The resource manager (412) is connected to the acoustic rendering system (414). The acoustic rendering system (414) is connected to a list cache (408).

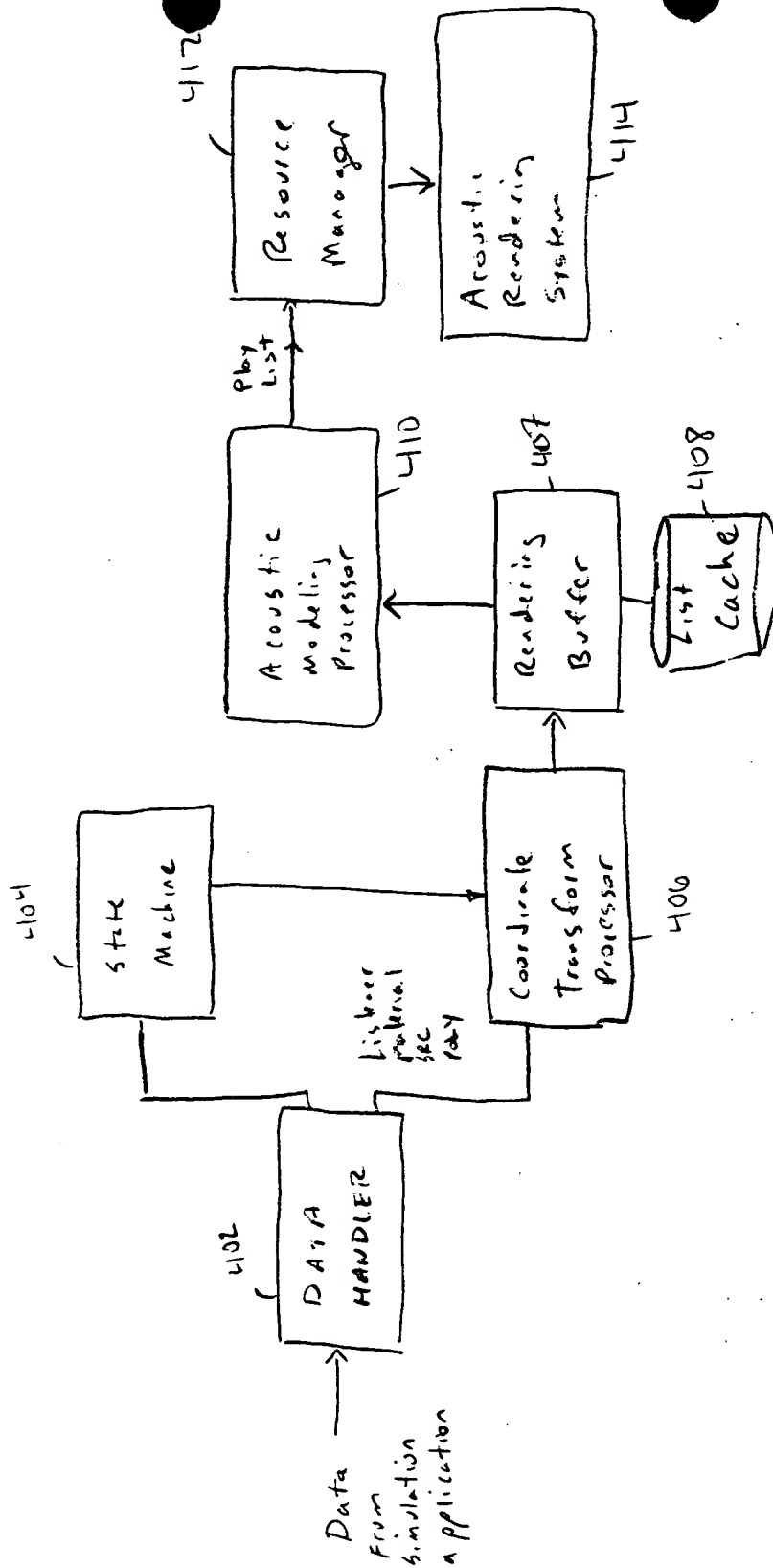


Figure 4A

List Call
List Begin
Polygon
Polygon
Acoustic material type
Rendering mode
Transformation matrix
Polygon
Polygon

Figure 4B

Tag
Acoustic material type
Rendering mode
Vertices
Normal
Subface flag
Subface factor
Resizing factor

Figure 4C

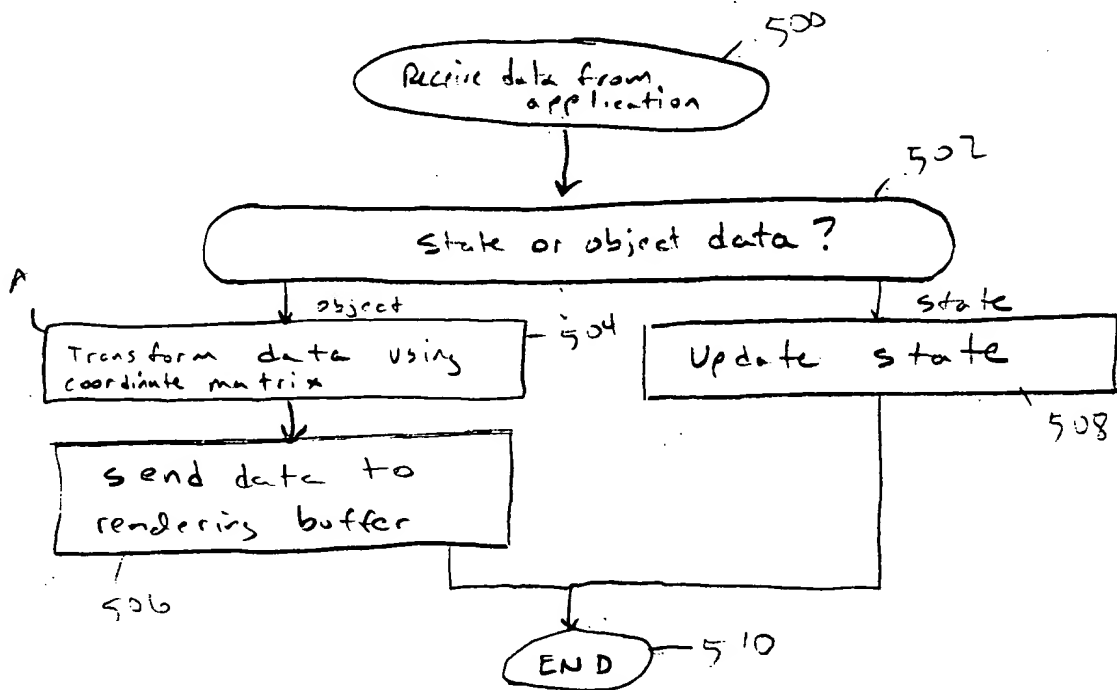


Figure 5A

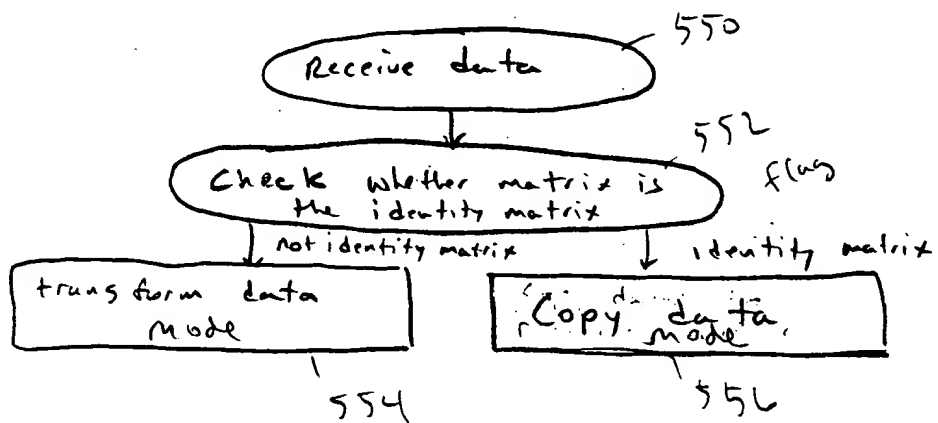


Figure 5B

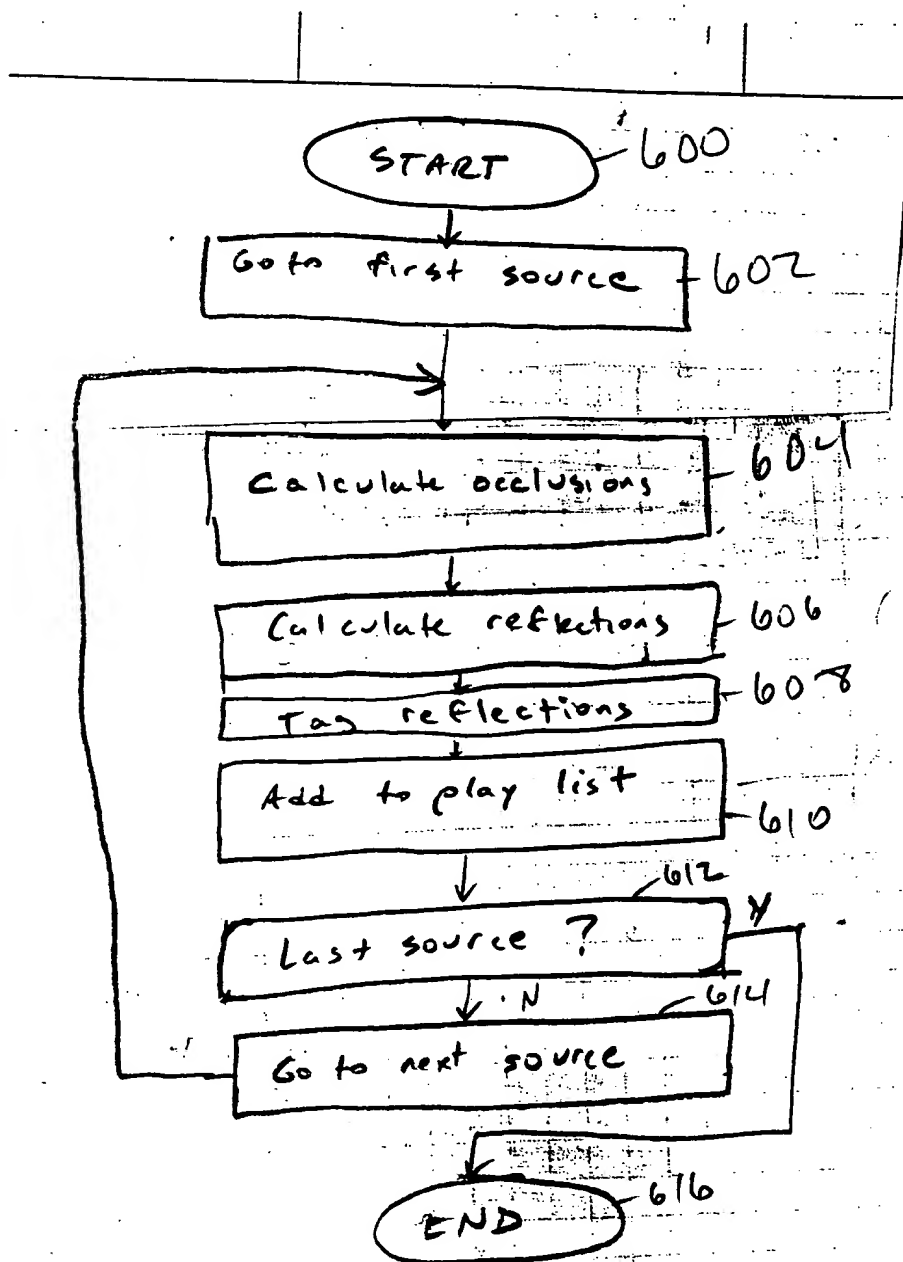


Figure 6

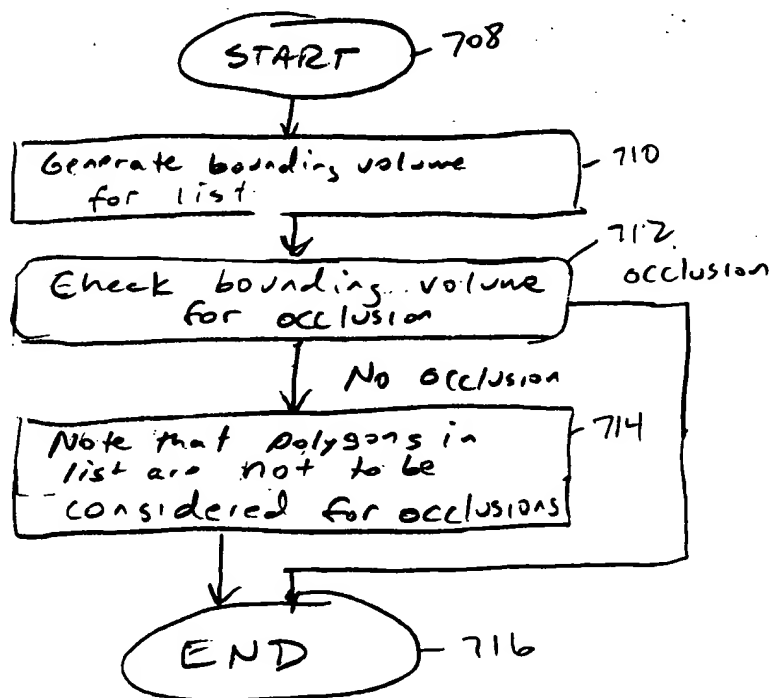


Figure 7A

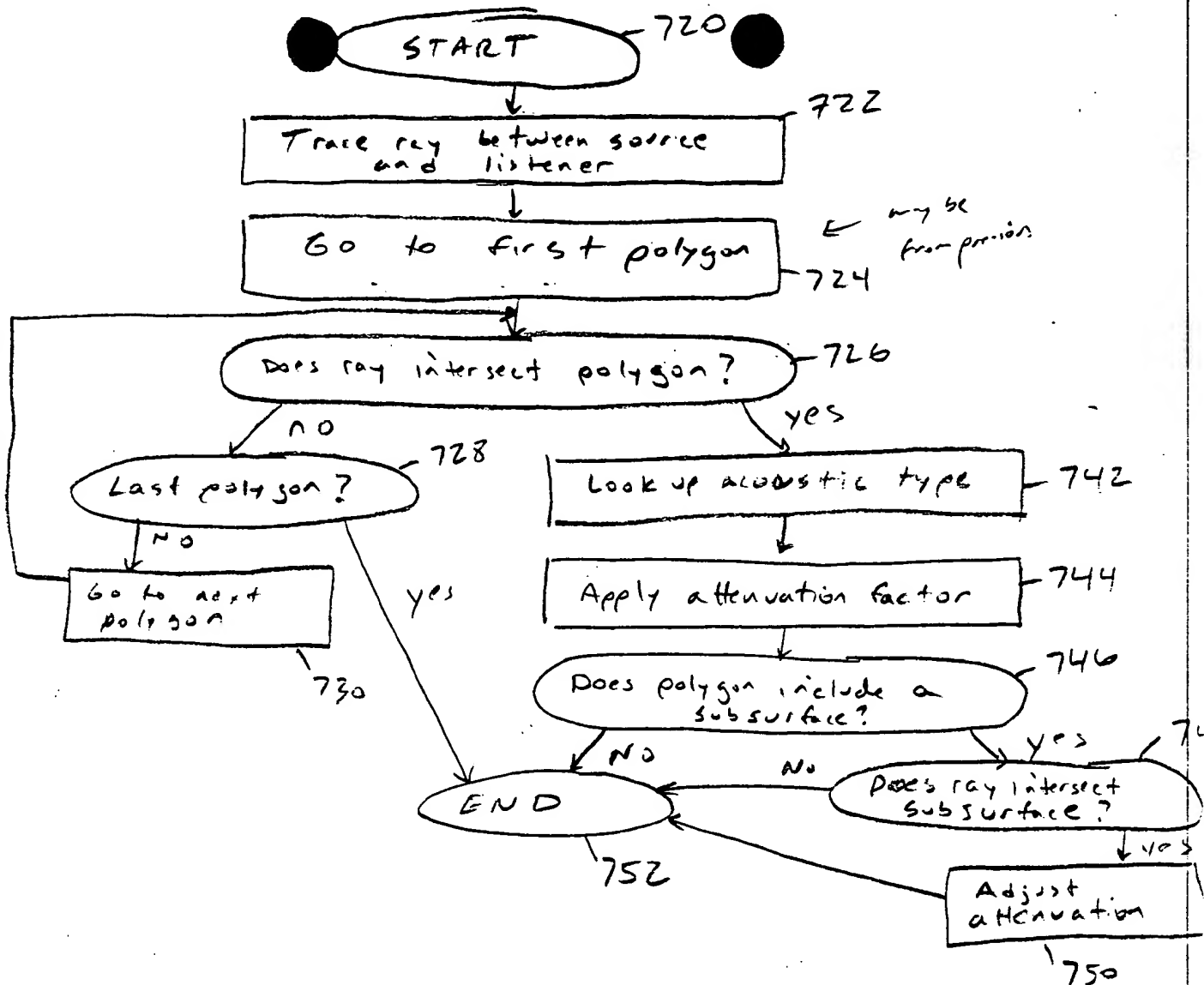


Figure 7B

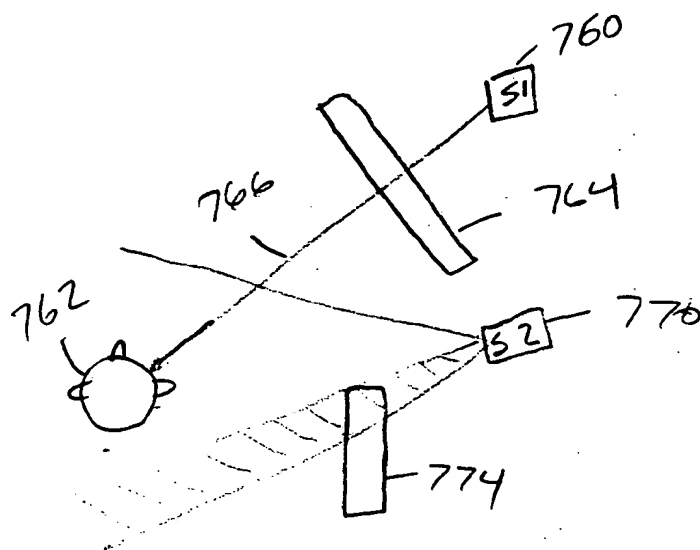


Figure 7C

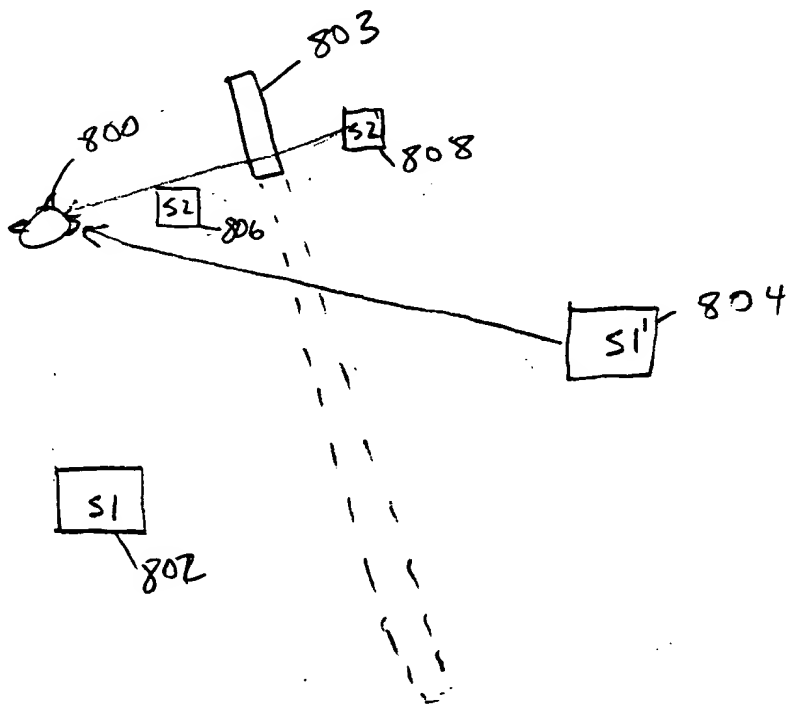


Figure 8A

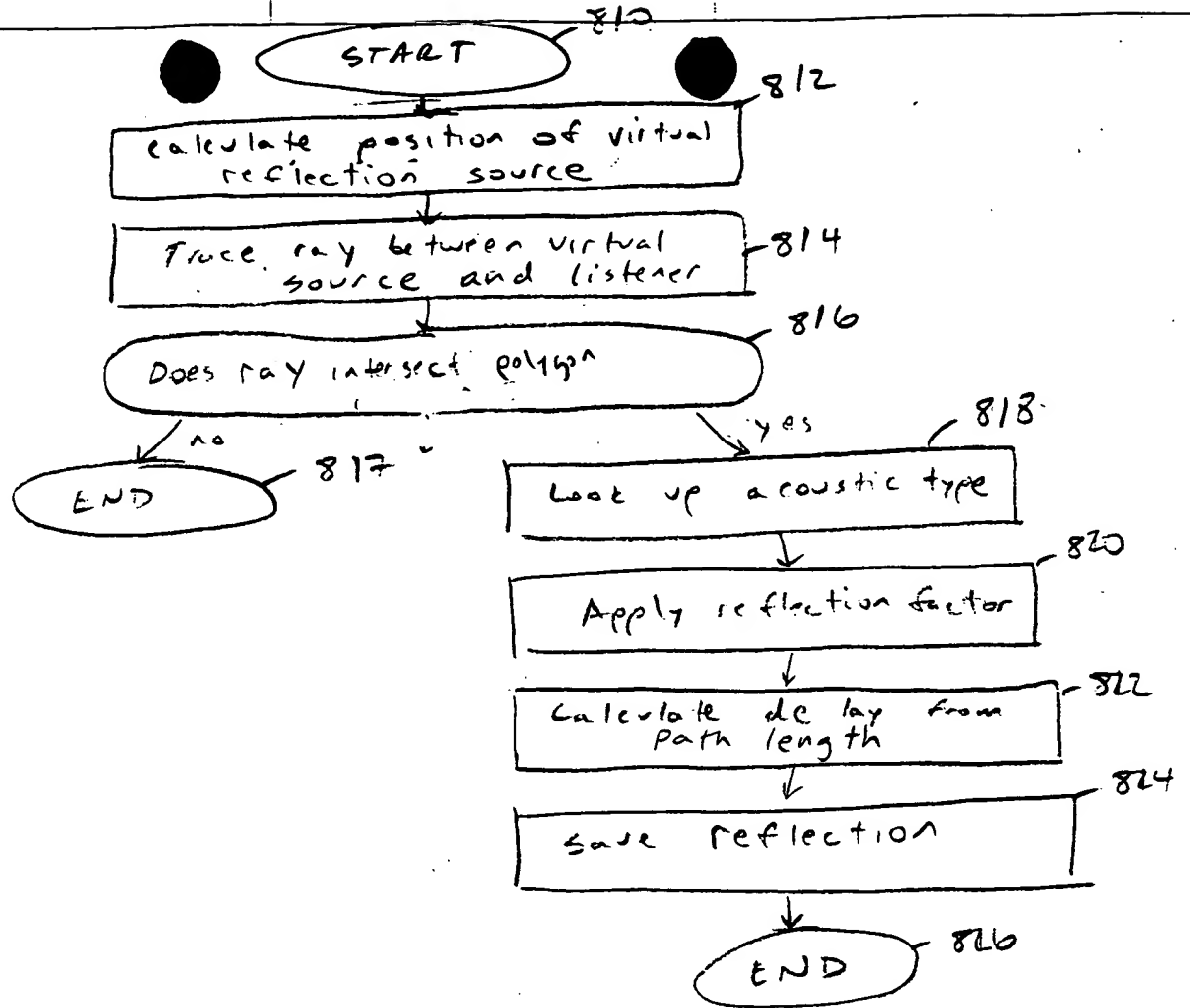


Figure 8B

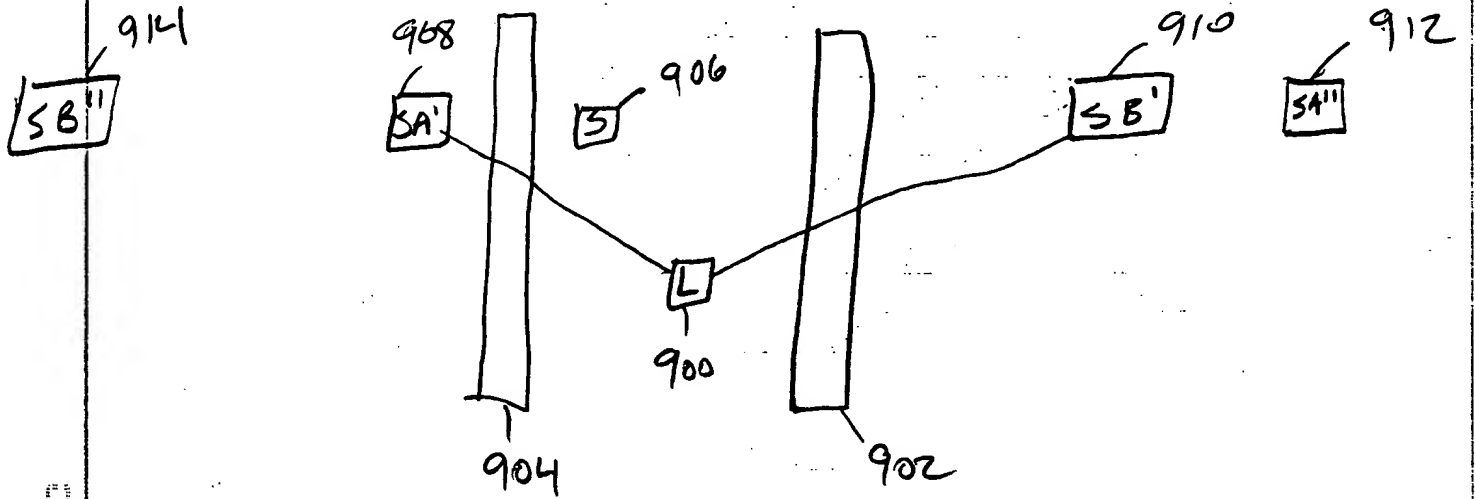


Figure 9A

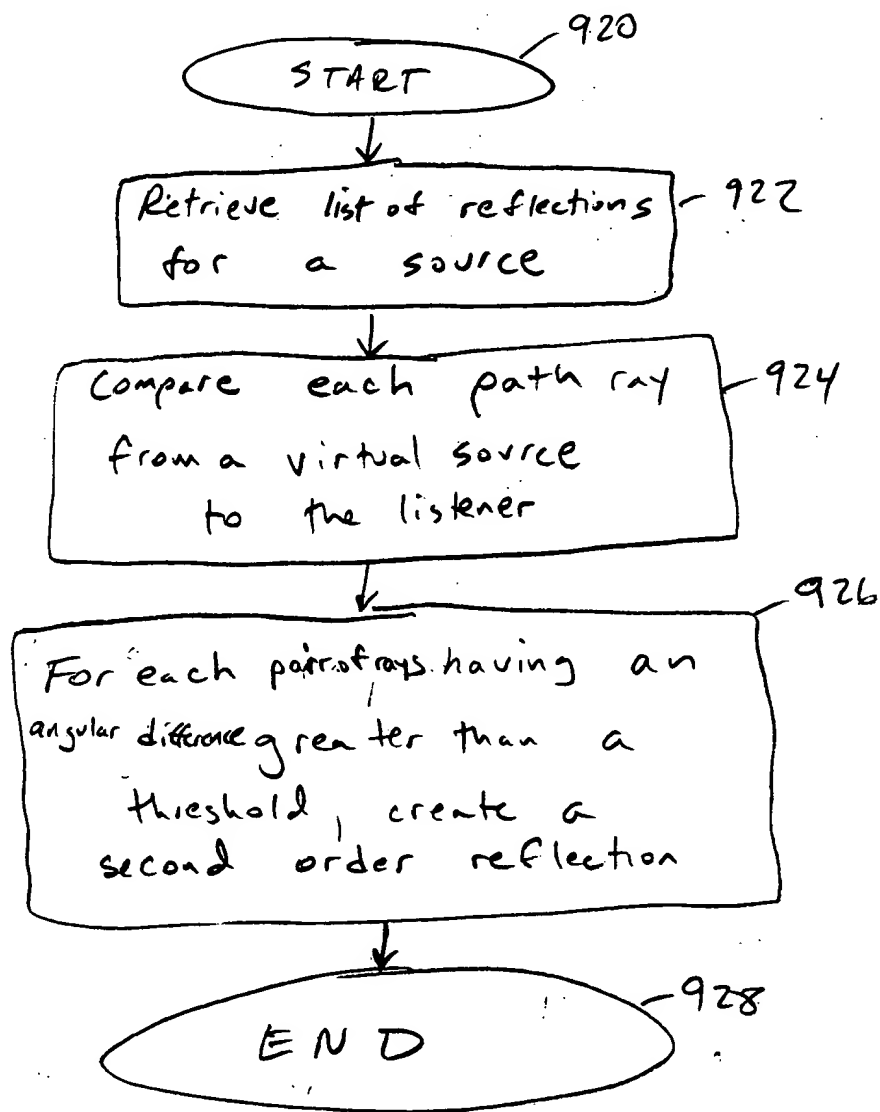


Figure 9B

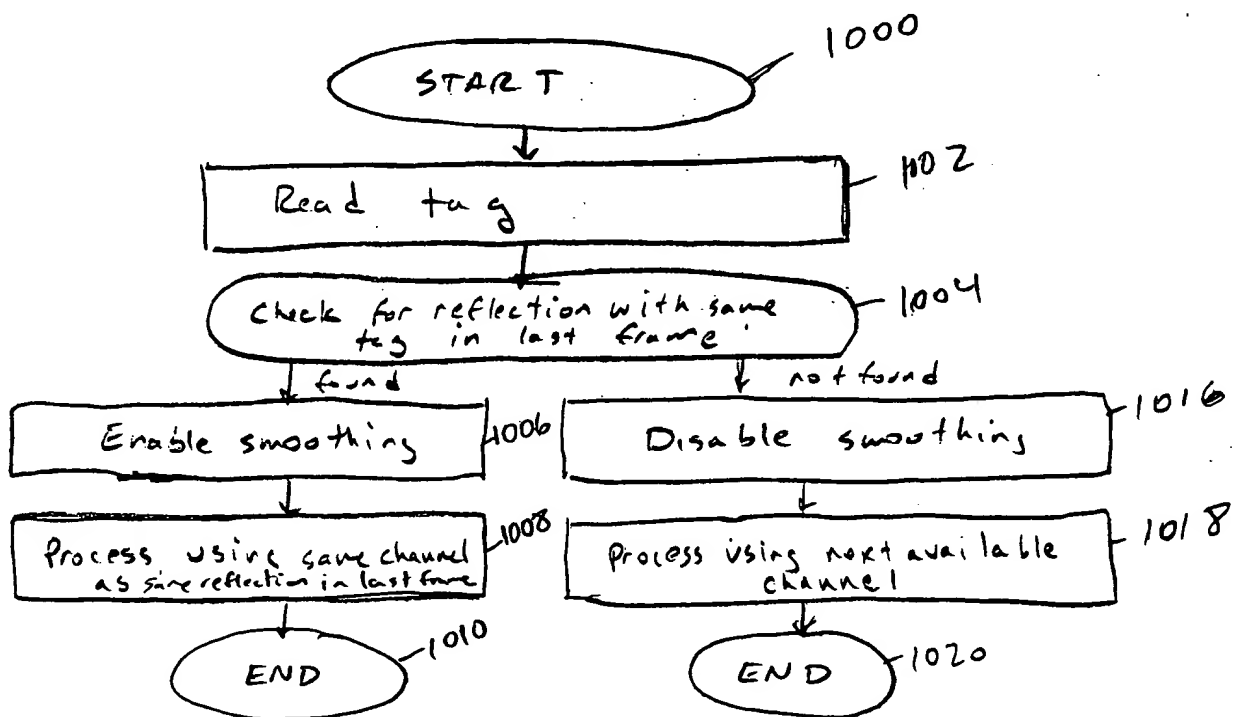


Figure 10

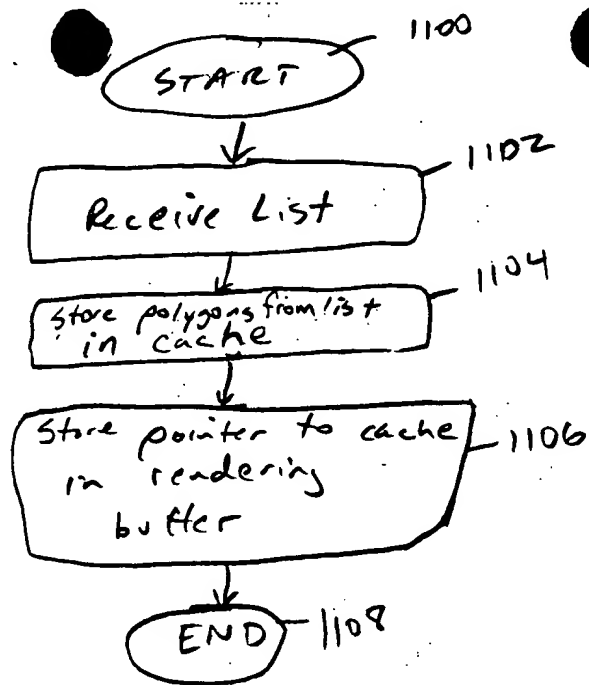


Figure 11A

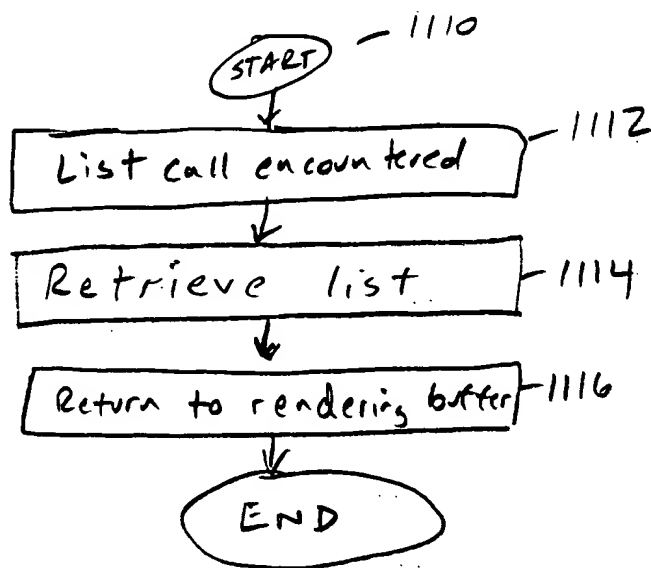


Figure 11B